Dodgeball Tournament

DEADLINE: THURSDAY, JANUARY 24, 2013
AT 5:00 P.M.
**Entry Form**

**Dodgeball Tournament**

Team Manager ___________________________  Phone Number(s) ___________________________

Team Manager Email ________________________________________________________________

*Please specify your organizational name (if applicable)________________________________________

In order for all members to be represented on this entry form, please note the following:

1. Team member’s name must be filled out and PRINTED NEATLY.
2. A team member’s Student Buff ID number must be provided.
3. All members must have a Participation Consent Form in the Rec Sports office for the current academic year.

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<th>Team Member (Last, First)</th>
<th>Student Buff ID #</th>
<th>Shirt Size</th>
<th>Consent Form (Circle One)</th>
<th>Student (s) Faculty Staff (f/s)</th>
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By signing below, I acknowledge that I have read and correctly filled out this form. It is my responsibility to obtain all information and make sure that it is correct. I assume full responsibility in the event the information on this form is incorrect and understand that penalties may apply for falsification of information on this form.

_________________________________________   ________________________________________   _____________________
Signature            Printed Name                                   Date

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**Office Use Only**

Proper:  
[ ] Yes  
[ ] No  
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DR   DE
Dodgeball Rules

League Play

1. A single elimination All-University tournament will be scheduled for men and women play.

2. The National Amateur Dodgeball Association Rules Book will be used with West Texas A&M University Rec Sports exceptions.

Playing Field

1. The playing field will be a rectangle 60' x 30' – identical to a volleyball court.

2. The playing field will be divided into two (2) equal sections by a centerline and attack-lines parallel to the centerline.

Number of Players

1. Teams will consist of six (6) – ten (10) players.

2. Six (6) players will compete on a side; others will be available as substitutes.

3. A team may start a game with four (4) members present. At game time, if your team has the four (4) players present the game will begin with the four (4) players and no other players that arrive late can “jump in” and begin playing for their team. The individual(s) must wait until the commencement of the next game to participate. Substitute players may only enter when a new game starts, during an injury or during a timeout.

4. In the event a team does not satisfy the requirements listed previously above the team will receive a forfeit and removed from the tournament.

Player Equipment

1. All players are required to wear any style of non-marking athletic shoe (except cleats, spikes, turf, hiking or sandals)

2. Players will not be permitted to participate in socks or bare feet.

3. In the case of questionable equipment, the game supervisors and director will determine if equipment is permitted or prohibited.
4. All jewelry will need to be removed prior to play.

5. The official ball used in tournament will be an 8.25” rubber-coated foam ball.

Length of Game

1. A match shall consist of three (3) games. Time does not stop for any reason except injuries or timeouts.

2. Each team will be allowed one (1) thirty (30) second timeout per match (not per game). At this time a team may substitute player(s) into the game.

3. Match winners will be the first to win two (2) games in the best of three (3).

4. Time between matches shall be two (2) minutes.

Start of Game/Opening Rush

1. Game begins by placing the dodgeballs along the center line.

2. Players then take a position behind their end line.

3. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest.

4. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.

General Rules

1. Teams will be limited to one (1) timeout per match. Each timeout will be thirty (30) seconds each.

2. The object of the game is to eliminate all opposing players by getting them “OUT”. This may be done by:

   (i) Being hit by an opposing player with a LIVE thrown ball below the shoulders.

   (ii) Your opponent catching a LIVE ball thrown before it touches the ground.

3. Once a player is out, they must immediately leave the playing floor and stand out of bounds on their team’s sideline. They cannot retrieve balls outside of their
team’s sideline for their team—if they do, the ball will be given to the opposing team.

4. A ball is considered dead if:

(i) It hits the floor.

(ii) It hits the wall or court divider.

(iii) It hits the rafters, hoops, support beams, anything hanging form ceiling or walls.

5. During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line. They may be hit while retrieving stray balls.

6. A player is considered out if any part of their body touches the centerline at any point in time besides reaching across to retrieve a ball with their upper body.

7. If a player is hit with a LIVE ball they are considered out.

(i) If a player gets hit by an opposing player below the shoulders with a LIVE ball.

(ii) An opponent catches a LIVE ball before it touches the ground. In addition, the opposing team is allowed to have one (1) player come back in from the sideline.

(iii) If a player crosses mid-court or a boundary line to avoid being hit. Stepping on any boundary line is considered leaving the court.

(iv) If a player attempts to catch a ball and drops it.

8. You may only block a ball with a ball in your hand.

9. In order to reduce stalling, a violation will be called if a team in the lead controls five (5) balls on their side of the court for more than five (5) seconds. The team will be penalized by removing one (1) player.
10. Rules will be enforced primarily by the “honor system”. Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. The officials are there to make decisions in instances when a player has not voluntarily removed themselves or there is a disagreement. The official’s decision is final—NO EXCEPTIONS!

11. Players arguing after being given a warning will be issued a “technical” and will sit out the remainder of that match and the next match as well. Upon receiving a second technical, the player will be ejected from the event.

Substitutions

1. Substitutions may only be made between games, during a timeout, or in the case of an injury